

A VOICE OF LON

GAMES:

71DB

71DH

71DX

72AB

72CA

72ABu

#25

Ottom

swage

Included
membership
fee for
1 yr.

71 DH

1919-1920

Fall 1907

ENGLAND LANDS IN FRANCE!

TURKEY(LEAHY) F Rom S French F Tyr-

Nap: A Smay S A Con; A Con S A Smay.

FRANCE(BRON) F Tyr-Nap; A Pie-Ven;

F Tun H: A Boh-Tyo: A Bur-Bel;

A Pie S A Bur-Bel: A Par-Bur:

RUSSIA(HENDRY) F Bla-Sev: A Pru S

A War: A War H: A Mos S A War:

GERMANY(MATTHEWS) A Ruh S A Bel:

A Bel S A Ruh:

ITALY(TILSON) F Nap-Rom: A Ven S

F Nap-Rom: F Ion-Gre:

ENGLAND(JOHNSON) A StP-Liv: A Nwy-

StP: F Den-Kie: F Bal S F Den-Kie;

F Nth-Hol: F Lon-Eng: F Eng-Bre:

AUSTRIA(SCHWASS) A MunH: A Tyo-Vie:

A Sil-War: A Gal S A Sil-War:

A Ser S A Bal: A Gre-Apu:

F Bla-Sev: F Ion C A Gre-Apu:

F Bas S F Ion:

FRANCE(LOERICK) A's Yor Pic H:

F Mid-Eng: A Tyo-Ven: A Pie S

A Tyo-Ven: A Tus A A Tyo-Ven:

F Tyr-Ion: F Tun S F Tyr-Ion:

F Wes H: F Ivo-Tyr:

The underlined moves fail. The

Italian A Bud and the Russian

A Ukr are Dis and Elim. Moves

are due 4-3-73 at 10; SC CHART:

AUSTRIA: tri; bud; vie; 3 + 1

ENGLAND: cut

FRANCE: mar; par; bre; liv; lon; edi;

por; spa; tun; bel; ven; 11 + 1

GERMANY: mun; ber; kie; nwy; swe; stp;

warhol; den 9 Even

ITALY: Rom, nap 2 Even

Russia: Sev 1 Even

TURKEY: ank; smy; con; bul; rum; ser;

gre 7 +1

71 DX

Fall 1907

AUSTRIA RECOVERS HOLYLAND!

In the spring moves I forgot to

list the German move A Rom-Sil;

please add this to your moves.

ITALY(BYRON) A Ven-Rom: F Nap S

A Ven-Rom: A Bud S Austrian A Vie:

AUSTRIA(BEASECKER) A Vie-Bud:

A Tri S A Vie-Bud:

RUSSIA(JOHNSON) NHR A 's Sev and Ukr

GERMANY(LANGS) A Mun H: A Boh S

A Gal: A Gal S Austrian A Vie-Bud:

A Sil-War: A Liv S A Mos: F Bal H:

A War-Ukr: A Mos S A War-Ukr: F Nwy

TURKEY(SCHWASS) A Rom S Russian

A Ukr-Gal: A Ser H: A Gre-Apu:

F Bla-Sev: F Ion C A Gre-Apu:

F Bas S F Ion:

FRANCE(LOERICK) A's Yor Pic H:

F Mid-Eng: A Tyo-Ven: A Pie S

A Tyo-Ven: A Tus A A Tyo-Ven:

F Tyr-Ion: F Tun S F Tyr-Ion:

F Wes H: F Ivo-Tyr:

The underlined moves fail. The

Italian A Bud and the Russian

A Ukr are Dis and Elim. Moves

are due 4-3-73 at 10; SC CHART:

AUSTRIA: tri; bud; vie; 3 + 1

ENGLAND: cut

FRANCE: mar; par; bre; liv; lon; edi;

por; spa; tun; bel; ven; 11 + 1

GERMANY: mun; ber; kie; nwy; swe; stp;

warhol; den 9 Even

ITALY: Rom, nap 2 Even

Russia: Sev 1 Even

TURKEY: ank; smy; con; bul; rum; ser;

gre 7 +1

BOAST

PAGE 2

I would like to again make note of the fact that there is a change in the phone policy. I now need a \$1 deposit before I'll call you! It will be cheaper in the long run for you the player so please get this into me as soon as possible. I have one player that has signed up for this service and I hope you all will.

Again I note if you do not receive BOAST 7 days after the deadline contact me so I know. I'll delay the game if need be, and send you a new copy. REMEMBER THE POST OFFICE IS VERY BAD!!!!!!

72 AP

SPRING 1905

THE WAR DRAGS ON!

Not all the players agreed to give the game to AUSTRIA so we go,

FRANCE (TILSON) A Par-Bar: F Bre H:
Sev-Rum

ENGLAND (KISTLER) F Lon-Nth: F's

Bag and Den S F Lon-Nth: A Edi H:

ITALY (GORSKI) F Por-Mid: A Spa-Mar:

A Gas S A Spa-Mar:

RUSSIA (HENDRY) F Ank, Smy, A Los H:

A Kic S F Nth-Hol: F Nth-Hol:

A Bel S F Nth-Hol: F Nvy-Nth:

GERMANY (BEASCKER) A Hol-Kic:

AUSTRIA (ROCOMBRA) A War S A Ukr-

Mos: A Ukr-Mos: A Sev S A Ukr-Mos:

A Bud- Rum: A Tri-Sex: A Ber S A

Tyo-Iun A Tyo-Iun: A Sil S A

Tyo-Iun: A Vic-Tyo: A Nap-Rom:

F Wes-Lyo: A Con S F aeg-Smy:

F Aeg-Smy: F Ion-Eas:

The Underlined moves fail. The Russian F Smy retreats to Syr. The Russian A Los may retreat to stp; liv; otb; The German A Hol retreats to KZ zuhr. The Fall 1905 moves will be due three weeks from now on 4-3-73 at 10 EST.

To join LOW send 50¢ to Jim Pulaipher, at 223 DEH, High Tech. Houghton Ill. Or sub to BOAST.

All Press Pages 4, 5, 6

72 CA

SPRING 1904

FRANCE SLEEPS THROUGH WINTER AND SPRING!

TURKEY (LEAHY) F Con-Los F Kic-

Con: A Smy S F Kic-Con:

ENGLAND (GORSKI) F Nvy-Bar: F Den-

Bal: F Swe-Pin: F Nth O A Edi-Den:

A Edi-Den: A Kic-Ber: A Hol-Kic:

A Lon H:

ITALY (KISTLER) A Tyo-Ven: A Boh- ^{Tyo:}

F Aeg-Smy: F Bas S F Aeg-Smy:

FRANCE (TILSON) F's Bre, Wes, ILD H:

A's Ber, Pie, Har, Bel, Par H:

RUSSIA (BITTER) F Sev-Rum: A Ukr S

F Sev-Rum: A Los-StP. A War H:

AUSTRIA (DEN UYL) A Gal-Sil:

A Rum Le F Bul So-Con: A Ser H:

A Tri S ITALIAN A Tyo-Ven: A Bud-

Vie: A Vie- Boh:

Underlined moves fail. The Austria A Rum is dislodged and may retreat Gal, Bud, otb. The Turkish A Smy is dislodged and may retreat syr, ank, arm or otb. The fall moves should be made conditional on these retreats. It should be noted that Tilson sent in Winter orders for his French units thus they held in Civil Order and not Civil Disorder. The deadline for the Fall moves is 4-3-73 at 10 AM EST.

New Members that came in after I had typed up the list they are:
Gerald and Bruce Martin. Welcome guys. Thats is 75!

72 Abu Fall 1905
With the Spring Loves I forgot
These Jap Loves; F Osa-Echi; F Npaobb
s Spaobb-lid;
RETREATS-F Nth-Nrg; F Mid-Wes:

GERMANY RUSSES EAST, LOSSES ARMY
IN SPAIN! JAPAN GROWTH STOPPED!

AUSTRIA(MATTHEWS) F Ion-Aeg; F Adr-
Ion; A Syr-Bag; A Sev-Ara; A Gre-S
A Alb-Ser; A Alb-Ser; A Rum S
Italian A Bul:

ITALY(COBURN) F Tyr-Wos; A Mor-H;
F Lib S F Eas-Pon; F Eas-Pon;
F Red-Egy; F Per-Bag; A Bul-Con;
A Eaf S A Eth-Llog; A Eth-Llog:

INDIA(VAN DE GRAAF) A Sik-Han; A tib-
Kan; A Shan-Sik; A Bna-Cal; F Mad-
AraS; A Sin-Ira:

ENGLAND(EYMON) F Eng-Lon; F Iri-Eng;
F Por S F Wes-Spasc; F Wes-Spasc;
F Nrg-Edi:

CHINA(KISTLER) A Ira S Italian F Per
-Bag; A Han-Esn; A Kan-Pek; A Mon-S
A Kan-Pek:

JAPAN(TILSON) FWIO-Som; F EIO-WIO;
F Joh-And; F GSia-Thai ec; F Timobb-
Somobb; F Cam-Schi; F Schi-Cel;
A Can S Indian A Sik-Han; F Pek-
Man; F Mid-Iri; F SPAobb-lid;
F NPAobb B F SPAobb-lid; F SBA-
SPAobb; F Osa-SPA; A Han-Kor; F
Echi C A Hon-Kor:

GERMANY(SCHWASS) A OMon-Sik; A Sib-
Vla; A Mos-Tur; A StP-Oms; A Sil-War;
F Nwy-Nrg; F Ska S F Nth; A Kie-Yor;
F Nth C A KieYor; F Hol C A Kie-Yor;

72 Abu
Germany Cont
F Bel-Eng; A PIC LIS A Bre; A Bur-
Nar; A Gas-Spa; A Spa-Por;
F Hel H (Unordered)

TURKEY(LANGS) ITR A's Bag, Den,
Arm, Nog, E F's Yem, Day II A Con H;
The underlined moves fail. The
Turkish A's Ilog and Pen are both
Elim. The Chinese A Han is dis.
and Elin due to lack of retreat.
The German A Spa is also Dis and
Elim.
The deadline for the winter builds
is 4-3-73 at 10 AM EST.
Supply Center Chart.

AUSTRIA: clu; vie; bud; tri; sev;
rum; ser; gre 8 + 1
ENGLAND: liv; lon; edi; ire; por spa
6 + 1
GERMANY: ber; pos; kie; mun; hol; bel;
bre; par; mar; den; swe; nwy; stp; war
oms; mos; vla; sik 18 + 3
CHINA: Omon; pek; ira 3 Even
INDIA: cal; del; mad; cey; han; bna
6 Even
ITALY: Ven; rom; nap; mog; eth; egy;
pen; bul; lor; tan ; 10 + 1
JAPAN: tok; hon; osa; kar; kor; man; can;
for; phi; bor; viet; sai; thai; joh;
jav; cam 16 Even
TURKEY: ank; smay; con; bag; yem 5 Even

71 DB Winter 1907
AUSTRIA SUES FOR PEACE!
FRANCE(EYMON) B A Par

AUSTRIA(DEN UYL) B A Bud:

Austria ask that a vote be taken
as to whether or not this game
will end as a draw. If all the
players agree it shall end in a
draw. Please notify me of this
with your next moves. They are due
4-3-73 at 10 AM EST.

And now, after a ~~two~~^{two}-issue respite during the holidays to allow our hard-pressed Editor to publish on a schedule, on with the press releases.

DEK SCHLASS (SCHLASSERFURER): In the Great Hall of Retribution, the Prince of Darkness sat speaking with his demon, Xandros. "What does Satan have to say on the matter of this interloper?"

"Master, he says that the dog was indeed in his service, but that the fool has ~~turned~~^{become} a renegade" and has become a nuisance to him. He desires that you capture him and bring him before the Satanic Tribunal for punishment, so that the matter might be ended."

"Ah, this pleases me immensely," said the Dark Lord. "I too long to be rid of this slippery devil before he can cause any more trouble. And, damnation, this time he shall not elude me!"

They were soon able to locate and subdue the traitor, imprisoning him within the mystic rings of Nagadorn. They then transported him down into Hell, to appear at last before the Satanic Tribunal, presided over by Satan himself.

Satan sat enthroned upon a low dais, flanked on either side by his lieutenants. The new arrivals stood in a large barren area in front of the Tribunal, and around the perimeter were collected all manner of demons, trolls, sprites, elementals, and other creatures of the night. They stood gibbering and chattering unintelligibly, waiting for the drama to unfold. Roaring flame rose from pits on all sides, and the air was thick and oppressive with heat.

"Greetings, Diablo," said the King of Demons. "You are as always welcome in my court."

"Thank you, great Satan. This prisoner is the traitor who was of late loose in the upper regions. He now awaits your royal pleasure."

"Yes, I can see that it is he and no imposter," said the Tempter, "for he was at one time in my service, and surely Satan knows his own. There can be no mistake." Then, addressing himself to the prisoner, he continued, "You have erred mightily in thinking you could disobey your master and escape the punishment that such acts deserve. It is the judgement of this Tribunal that your life shall be forfeit and that your corporeal body shall be forever destroyed. Your 'soul,' if thus it can be called in one such as you, will remain in Hell in eternal torment and damnation. Release the prisoner!"

With a gesture, Diablo caused the imprisoning Kings to dissolve from the trembling traitor. The assemblage of demons began to howl and shriek with horrid delight, as Satan suddenly reached out and snatched up the miscreant in his huge hand. He bared his fangs in a ghastly grin at the terrified creature squirming in his grasp, and, opening wide the huge maw of his mouth, bit off the head and body at the waist! Blood spurted from the stump and from Satan's mouth, running down his chin and chest, but it only seemed to please him all the more. A sickening crunching and snapping of bones could be heard as he chewed his gorey morsel, and the clamor of the hellspawn increased. After a tremendous swallow, the fiend stuffed the rest of the body into his mouth, and when the still-twitching legs had disappeared from view, he quickly gulped it down and sat licking his blood-stained fingers. "A pleasant snack, to be sure, but this one was a bit scrawny. I prefer the fat juicy ones."

"Diablo, once again you have pleased me with your service. You may depart now with the knowledge that never again shall I allow my minions to enter your territory without first consulting you. You have earned that much, at least."

"Thank you, sire. The graciousness of your wise decision is truly appreciated. Farewell!" and so the Prince of Darkness returned to his castle with one less irritation to plague him; free once more to go about his business — the business of death.

74 DK Press Cont.

ICELAND(ENG) Herbert, I'd to see you get your bot out of this one. More than once in the past you've incited that your character was an envoy of Satan, that is, that Satan is his master. Now Satan has taken care of him, and don't try to say that it wasn't really your dark one who was destroyed. Because Satan isn't about to be fooled by the disguise of a former henchman. Fact is, Herb, he's gone. But then it was ridiculous to suggest in the first place that Satan would send someone to mess with Diablo, his greatest ally, on a "secret mission". Do your best to continue, Herb, but don't make a fool of yourself in the process.

ZOOROS(Bottom Of A Sewer Pipe) Soon after Diablo leaves, from the corners, of Satan's cave, a cry comes forth.

"SATAN, I'M HERE TO TALK TO YOU."

What is this, Satan knows not for sure what has happened but to be sure he says "I'm here talk, in peace, talk with me."

As that a cloud of fire and a person appears just before Satan. "I'm Eutros, from the planet ZOOROS, from a far and distant star. I've been sent by the master of the Under World there to seek your help in a matter that concerns us both deeply."

"But how did you get here?"

"We tricked Diablo into showing us here. I had to lose two of my better companions, but it was a price I had to pay."

"Diablo, but why?"

"I wish to speak to you. Diablo is not what he appears, he was the greatest in our system, he controlled all that he wanted, but he then committed a crime that in its very nature, was so horrendous, that he had to flee the wrath of the entire system. It has taken many long years and centuries, but alas we have found him. Satan we need your help in this matter, as it is your world that we tread upon, please oh Great Satan, give us your permission to carry on the task that we were sent here for."

"Yet, Eutros, you have yet to tell me what this crime, if it was in fact a crime, Diablo has committed. Tell me so I can make the decision, on what course we shall take."

At which Eutros moves close to Satan, as to have no one shall hear. "Go Eutros, I shall have to consider this matter at great lengths. Fear not as Diablo shall not leave, and I shall wait for you as soon as I make the decision."

FESTUNG BERLIN(ENG) Now, You don't need to know German. We just use it because three out of the four people who usually read our press have some knowledge of the language. Just you can't. It has nothing to do with the challenge.

HOPSTOCK U:ROAST: Today the interview of the week is with Prof. Clumwitz, the German Prof., here at Hopstock U. It was Mr. Clumwitz' honor to have the FDB as a student here.

"Sir, how did the FDB do in your class?"

"Terrible, German he could not understand. That was his only draw back as a student, that he would not master German. But really, when English becomes GERMAN too it is really bad."

"What do you mean?"

"I mean the class has no knowledge of any tongue. Hell, he doesn't even know how to spell his name right most of the time."

71 DX Press cont.

PARIS -3 Oct 1911- The French Government is under intense pressure to end the Italian campaign and to live in peace with its neighbors once again. General La Mante promised that he would have no further territorial ambitions after Venice and Rome have become French, provided Italy, Austria and Turkey will sign a peace agreement. All French troops will be withdrawn and there will be peace for 1000 years.

ZOGLAND(BOAST) When does the fighting stop though?

81 DX Press:

ENGLAND: Now that is what a stable position. Sorry about that guys.

82 AP Press:

THE HAGUE : The Kaiser not only said "dunkopf" today, but also "aw, shit!"

ZOGLAND(BOAST) Sounds like Gen. Lee rose again!

82 AU Pre

VIENNA: The Austrian-hungarian government wishes to reaffirm its desire to cooperate closely with the new government of Italy. The two countries have been the closest of allies for the last five years despite occasional "incidents" at this point. "Besides" exclaimed the Emperor, it's kinda fun having a puppet bigger than you are."

ZOGLAND(BOAST) Just remember that the Spartans also had a bigger slave population, and they lost out!

I really don't know what has happen, but since the last page (3) this thing as started to go haywire, first the P would stick and I could not bugge it, so now the letters are all funny, that is the A and e any ways. please bear with me.

If you are in Detroit they are holding a monthly meeting on Feb 17. Contact Mike Barthakowski, at 943 Stuart, Lincoln Park for more on this. Also he puts out a zine IGHIP, which has lots of news for the detroitier.

On Feb 25 the Grand Valley Gaming Club will have some minitures of the civil war on campus, plus STERIOR, write me for more info.

today we live, tomorrow we dieing sus-exist.



Those of you who attended one of our conventions this Christmas had a chance to look over Lou Zocchi's STAR TREK and BATTLE OF BRITAIN REVISION. Lou is working on some other games which might interest some of you. One called GETTYSBURG BRIGADES uses an official US Army map, but that's all the information I have. Send Lou a stamped, self-addressed envelope in order to receive notification when the game is finished, at 388 Montana, Victorville, Calif. 92392. LESSERSCHMIDTS AND MUSTANGS (or some similar title) concerns "Jail air to air fighter combat." This one will sell for \$3 when ready; you can send Lou an SSAE for notification for this one, too. Also an ALIEN SPACE BATTLE MANUAL to be used with STAR TREK will be available soon for \$3. It includes rules for four more different types of ships to be used with STAR TREK rules and ships. Finally he is working on a GALLERIE INVASION game. This will apparently be an orthodox space wargame for two players. SSAE for notification.

The latest GENERAL states that situation cards in second edition PANZERBLITZ have been altered for improvement. A set of cards is available for \$1 plus 50¢ handling and postage from Avalon Hill.

I recently received the following from a Ron Ellis, 8410 Denison Court, Sacramento, Calif. 95826. "I read your ad in the AH GENERAL and I thought that you or members of your wargaming club would be interested in purchasing hardcover books on various periods of military history. I have close to 300 for sale. I am also selling the following AH war-games: U-BOAT, MIDWAY, BATTLE OF THE BULGE, STALINGRAD, AFRIKA KORPS, GETTYSBURG (for \$6.00 each); D-DAY for \$5.00; WATERLOO for \$5.50 - one unit counter missing; and TACTICS II for \$4.00. If you or fellow members are interested in purchasing any games or interested in books of a particular period please write and I will reserve the game, or send a list of books, with prices."

Carbon copy Diplomacy games are proliferating in the state. I think the MOW GM group should set up a replacement player pool for carbon copy games, since it is sometimes difficult to otherwise find replacements, even when one runs more than one game. The list would be published periodically in this column; when the GM of a carbon copy game needs a replacement and does not have one of his own, he will simply send a copy of the latest move and a request for stand-by moves to the first person on the list. I will look for people for the list at the Detroit Con; if you didn't catch me there, let me know if you want on the list.

My address until January 14 is 423 N Main, Bellevue, Mich. 49021.

The following are available from Big League Game Co., 321 East Superior St., Duluth, Minn. 55802, as well as many sports games and books. Ask for a catalog; most AH games, at a discount (e.g. 1914 for \$7.29), including some which are discontinued; Fletcher Pratt Naval Wargame rules (miniatures) for \$2.50; River Platte Packet with ship drawings and cards, for use with the above game, for \$3.00; Janes Fighting Ships 1905/06 (reprinted) including rules for a naval wargame, \$19.95; many military history hardcover books, e.g. German Warships of WW II, \$4.95, Barbarossa \$10.95, Fighters 1939-45, \$3.95; there are slightly complicated postage costs as well. Once you get on the mailing list they'll send a catalog each year even if you don't order anything.

We have a few more vignettes from new members:

Gerald Rogowski, 22405 Foxcroft, Woodhaven, Mich. 48183. Age 36. School Teacher and Grad student U-M. Plays mostly AH and SPI games.

He has been in gaming only three years but is a fair hand at it.

Sam Chambers, 3424 Rangely, Flint 48503, Ph 7440262. "I'm 30 years old, married with one daughter and hopefully a son due in January. I'm an apprentice air cond. and refrigeration man at A.C. Spark Plug in Flint."

John Bukowski, 19401 Spencer St., Detroit 48234, Ph. 8952-5731. "I am an average player of high school age (a junior) and...have had almost two years of wargaming experience and have played most Avalon Hill Wargames."

At one time I kept new game ideas to myself in hopes of finding time to develop them; however, it has become clear to me that I will not find time in the next four years, at least, to follow up most of my ideas. Therefore from time to time I will use this column to ramble about ideas I've had that I have not run across elsewhere, but which don't interest me sufficiently for me to spend time on them. Even games that do interest me take years to work up; I still have notes and a rough draft of rules for a game I started in 1970, and which I still intend to finish -- someday.

An interesting two-player game might be developed from the campaign in 1798 in Europe.

along a line extending from the Netherlands through Germany and Switzerland to southern Italy. My interest is in the strategic elements of the campaign -- coordination of armies and allocation of forces -- rather than in actual battles. The campaign was finally decided by a thrust from Switzerland by Massena between two allied armies which had become separated due to lack of cooperation. There were no decisive battles, unless one wishes to count numerous predictable defeats of much inferior forces. If each allied army was commanded by an independent player, thus creating coordination problems, the game might prove very interesting. Perhaps SPI will get around to this campaign, since they've covered most of the later campaigns of the Napoleonic Wars.

When a number of Panzorblitz sets are available a convention version could be played with multiple commanders and multiple battles. A strategic map would be necessary, and would be the only thing the supreme commanders would see. Subordinate commanders might be allowed a few minutes after each turn to report results verbally. The supreme commanders would be given objectives and allocated forces by the referee. They would then assign forces to various subcommanders and order movement on the strategic board. When forces met battles would be resolved on normal PBlitz boards, with perhaps 5 battle-board turns per strategic board turn or something on that order in order to keep the game going. Subcommanders would not be allowed to communicate with each other, so a lot of room (or many separate small cubicles) would be needed. I'm afraid the game might last interminably, but perhaps use of very small forces would enable players to finish in a single day.

I recently received a sample issue of the STUTTGART SENTINEL, published by the Stuttgart Empire c/o Dave Staples RR 1 Box 120, Fargo, North Dakota 58102. This is strictly a crudzine so far as regular wargame articles go. This issue (Vol. 1 No. 2) includes an article called "The Wop Wall" which is a poor article on Italian play in DIPLOMACY, "Luxemburg Forces in France 1940" which is a farce, "HIT HANOI Corrections" (for a game apparently published in SS #1), an air mission allocation chart for USN, a Nuclear Destruction variant (very little changed), and the start of one postal Diplomacy and one postal Origins game. Pretty clearly the editor is not familiar with usual practices in postal games (build/removal and retreat procedures,

THE HARGAINTSCHIE

spotlight on... FIGHT IN THE SKIDS

This game is put out by GUILDON Games, and are available from Lowery's Hobbies. This was about the first game that was put out on the First World War aerial combat. I think it was the first and second editions, it out dates even Flying Circus. It was out long before Flying Circus was, and is compared with that game, much in the way that I will.

First off the physical quality of this game is something to be desired. Much in the way Alexander was flawed, this game is also flawed. The board is mounted but has gaps where the folds are in the board, it looks cheap, and comes in three sections, that don't fit real good. The counters are die cut and are the biggies. Like other things they look cheap. There are also data sheets on the planes and some cards on the formations, or I should say forms that the planes can fly, such as Loop the Loop, Barrel Roll, and others 5 or six different ones in all. The letters have to be cut out.

Your Height is keep in the nearest 500 instead of 1000 like in FC. Also, unlike FC, FITS has so all people move and then you fire. Thus at certain times one person will go first more than once in a row and that is very bad. It means that all the others will be able line up a shot on you and probably in a way such that you will not be able to shoot back. This is the main point I don't like about this game.

This game covers many things the FC doesn't. Like you take hits in the wings, engine, body, and tail, and each section can take only so many hits. As you take damage there are chances that something will happen before it has taken all the damage possible. There are scenes when you have to shoot down balloons. Clouds can become a factor as well as wind. Then there is the options that allow to see if you have a parachute on, or find a road to land on, and what not. Thus you might live to fight another day!

In many ways this is a better game than Flying Circus but yet one thinks that it could just be a little bit better. It has about everything that FC has and more, and yet it is playable. It is a game that doesn't take very long to set up and the rules aren't hard to learn, and the games aren't too long as you can fit in more than one or two games in an afternoon. It gets a very high rating on my list, though I would prefer a one sheet paper map to a very flawed mounted one.

THIS IS A SILENT PUBLICATION, EDITED BY NO ONE, FAIRLY LIE!

THE NEW MEMBER LIST

The addresses have been dropped from this issue due to lack of space in trying to conserve this issue at 1 oz. The addresses can be obtained from Jim Pulsipher, 225 DHH, Mich Tech, Houghton MI. 49931. The fee per yr is 50¢ for Mich residents and \$1.25 for out of state. This fee can be paid to Jim Pulsipher, or for Mich res. by subbing to DOAST.

1. Barry [unclear] 11/19/73
2. Stephen [unclear] 12/30/73
3. Connie [unclear] 6/18/73
4. Herb [unclear] [unclear]
5. Mike [unclear] [unclear]
6. Mark [unclear] 10/29/73
7. John [unclear] 11/15/73
8. Steve [unclear] 12/30/73
9. Bill [unclear] 1/16/74
10. Bill [unclear] 11/16/73
11. Sam [unclear] 11/21/73
12. Ron [unclear] 9/3/73
13. Robert [unclear] 1/23/74
14. Randy [unclear] 12/30/73
15. Chris [unclear] 12/30/73
16. Dave [unclear] 12/31/73
17. Paul [unclear] 1/21/74
18. Don [unclear] 7/9/73
19. Ron [unclear] 11/21/73
20. Barry [unclear] [unclear]
21. Don [unclear] 12/30/73
22. John [unclear] 1/23/74
23. Grant [unclear] 6/18/73
24. Gary [unclear] 1/16/74
25. Don [unclear] 12/30/73
26. Bill [unclear] 7/9/73
27. Greg [unclear] 2/11/73
28. Mark [unclear] 12/31/73
29. Chic [unclear] 12/30/73
30. Chester B. [unclear] 12/30/73
31. Guy Hostetler 7/9/73
32. Blair Johnson 12/17/73 6/17/73
33. Don Johnson 11/21/73
34. Greg Johnson 12/30/73
35. Harley Jordan "
36. Garry Kaluany "
37. Dennis Kelsey "
38. Charles Kobenaur "
39. Tom Kistler 4/15/73
40. Robert Laiman 12/30/73
41. Steve Lange 11/19/73
42. Mark Lardas 10/31/73
43. Bob Matthews 9/17/73
44. Robert E. Lott 1/13/74
45. Don Padalis 3/4/73
46. Tony Paudin 12/30/73
47. Mike Paul 6/18/73
48. George Paulik 10/8/73
49. G. Prokopowicz 7/9/73
50. Jim Pulsipher 2/11/74
51. Lew Pulsipher ***
52. Craig Rennpage 12/30/73
53. Gerald Rogowski 12/2/73
54. Len Scensny 6/10/73
55. Dean Schwasa 9/17/73
56. Thomas J. Shupik 12/30/73
57. Paul Sivacek 10/8/73
58. Jerry Sorek 10/16/74
59. Daniel Stong 1/13/74
60. Wally Strong 7/9/73
61. Bill Thomas 3/25/73
62. Tim Tilson ***
63. David W. Tonkin 12/30/73
64. John Van De Graaf 10/8/73
65. Jeff Vansteel 12/30/73
66. Tom Webster 1/21/73 ????
67. Chip Wingate 6/17/73
68. Paul Wood ****
69. Alan Zahn 10/28/74
70. Ron Zahn 12/30/73
71. Paul Zeimer 31/12/73
72. Harold Zeidman 10/28/73
73. Robert Zeisecker 10/29/73
74. Rick Brooks 21/1/74

On boy since the last time I saw him. I have three signed up for this

[illegible]

In the latest issue of Tangelo Express, Richard Wright is
fly at Russell Powell. It makes very interesting reading.

Low Puigipol, the writer of the column with the heading "The
has just advanced on the ranges of the Sierra de Guadalupe and
gotten 2 or 3 draws and a few, however, of the 2nd Battalion
Concepcion.

I'd like to thank the one person that voted for me in the
poll. Some how I got a first place vote, or Walt misprinted,
I prefer the latter.

SOLAR is a new zine (or will be) and it will carry some pretty raw and
STARLORD, I've played this game and it is fun, different, and
thought provoking. The rates as of yet are undetermined. I think
9/91 is a good guess. I've been told that if I can get a certain
orders for the game that I would be able to get a discount
per game for you the buyer. I'll keep you informed on that matter and
but please let me know if you are interested.

PHI CINE? John Boyer, 117 Garland, Carroll, Pa. is thinking about running a PHI game of this with a few added features, it really sounds like fun for all you "game freaks" out there.

The Balboa Game company has a game out (see the flyer) I will let you know how it is in the review of it in the next issue of #27.

HOW has reached 73 members! from some of the reports that I've heard we are now bigger than IDA, though I could be wrong. Anyway we seem to be doing more for Dippy than they are. We have a GI group that is working and adding new people all the time. All a GI has to do is join HOW (31.25 per yr.) and then meet a few requirements and he could join the group. It is something that Bert LaBelle is trying to do, only we are going and going strong. Want join Bert?

Tim Wilson's Vote is going to carbon copy.

GAMES OPENED? well in BOAST there are no games open. In STENCH!! there is an Origins game open, I have three signed up for this game. See STENCH!! for a list on all the Prices etc or write the Editor(?) of this zine for the details. In FORCED MARCH! There is a FWI section opened, and I'm now opening a #1 section also. I need only three players for the later and I have 3 signed up for the Former. SOLAR will have openings in STARDORD very shortly the cost for this has not been determined yet (see news fronts for details). An lastly, from me, to you, I have a PFI to start, in honor, of SWABBERS Jutland ~~is~~ will be for LDW, (that is \$3 for HDW) and \$3 for others. I needed at least 4. This tourny will be picked by the LDW GI group!

Bill Thomas still has game openings in his CO games, see last issue for his address.

Dean Schwass and Bob Matthews (Bob Matthews and Dean Schwass, that is for you ~~to~~ you don't always see your name last.) have an opening for a 4th Earth Variant. They have a couple signed up and the rates are cheap. So far they have done a very fine job on their games. All their games are Backed by the LDW GI Group. Address is RR1 Ludington, Michigan, 49431.

I put in the last address because I know it off hand, and I would have to look up Bill's and I'm very lazy...

Zines I know of: RANGEL EXPRESS, Richard Hull, 4720 Cloyne, Apt 2, Concord, Ca. 95030, has games opened and in just about all the issues a variant has been printed. Besides I'm playing and writing press so it has to BE GOOD.

EVERYTHING... by Conrad Von... is a interesting little ditty. it carries all the stats etc of Dippydom.

THE STIMAR... of Barr Iker of Hill (Ohio Hilliker) has a good thing going, though late at times, he comes up with the best excuses I've read. 3312 Stoneycrest, Bloomington, Ind. 47401. (I also write press for this!)

MR. & MRS. H. Barents

157 State St.

Zeeland, MI.

49464

616-772-2638 (after 9 PM please and until 1 AM)

1st CLASS

1st CLASS

1st CLASS

1st CLASS

1st class SEND TO:

1st class Your sub ends

1st class

F. W. W. L.
P.O. Box 604
Madison W. S.
53701

